Genetic and Evolutionary Computation Conference (GECCO-2003)

Call for Participation

12-16 July (Saturday-Wednesday) 2003, Holiday Inn Mart Plaza, Chicago Illinois, USA Genetic Programming Conference (GP 2003) and the International Conference on Genetic Algorithms (ICGA 2003)

www.isgec.org/GECCO-2003



The Genetic and Evolutionary Computation Conference (GECCO-2003) will present the latest high-quality results in the growing field of genetic and evolutionary computation. There will be three days of technical sessions with papers from 13 different program tracks, two invited speakers, 32 tutorials by internationally acclaimed experts, and a poster session. There will be several workshops on special interest topics, including a Graduate Student workshop, and Undergraduate Student Workshop, Late Breaking Papers, Evolutionary Computation in Industry, the International Workshop on Learning Classifier Systems, and more. All this is included for a single registration fee. Participants will receive proceedings in print and on CD. All papers and posters are rigorously reviewed by independent program committees of specialists.

Conference Chair. James A. Foster

Business Committee: David E. Goldberg, John Koza

Late Breaking Papers Chair: Bart Rylander

Proceedings Editor-in-chief: Erick Cantu-Paz

Workshops Chair: Alwyn Barry

Program Tracks and Chairs

Genetic Programming: Una-May O'Reilly

Evolution Strategies & Evolutionary Programming: Hans-Georg

Beyer

Learning Classifier Systems: Stewart Wilson

A-Life, Adaptive Behavior, Agents, & Ant Colony Optimization:

Russell Standish

Evolutionary Robotics: Alan C. Schultz, Mitchell A. Potter

DNA, Molecular & Quantum Computing: Natasha Jonoska

Artificial Immune Systems: Dipankar Dasgupta

Genetic Algorithms: Kalyanmoy Deb

Real World Applications: Rajkumar Roy and David Davis

Evolvable Hardware: Julian Miller

Search Based Software Engineering: Mark Harman, Joachim

Wegener

Evolutionary Scheduling & Routing: Kath Dowsland

Coevolution: Graham Kendall

TUTORIALS

Sunday, July 13, will be filled tutorials from some of the world's foremost experts on topics of interest to genetic and evolutionary computation researchers and practitioners. These are at no additional charge.

WORKSHOPS

Saturday, July 12 will have several half-day workshops on a variety of specialty topics. See **www.isgec.org/GECCO-2003/workshops** for the latest list of topics and scheduling information. There will also be three full-day workshops on July 12: a Graduate Student Workshop (GSW), the International Workshop on Learning Classifier Systems (IWLCS), and Evolutionary Computation in Industry (ECI).

ABOUT CHICAGO

The conference will be held at the Holiday Inn Mart Plaza in Chicago at a reduced rate of \$135 a night, with inexpensive nearby student housing. This site is readily accessible to both O'Hare and Midway international airports by public transportation, shuttles, and taxi, with easy access to several Chicago attractions and restaurants, Lake Michigan, and Grant Park. For Chicago tourist information, visit www.ci.chi.il.us/Tourism. See the conference website for travel details.

STUDENT TRAVEL AND HOUSING GRANTS

Financial assistance is available to a limited number of students. See the conference website for details.

ADDITIONAL INFORMATION

For information visit www.isgec.org/GECCO-2003. For technical matters, email James A. Foster, GECCO-2003 General Chair: gecco-chair@cs.uidaho.edu. For administrative matters, email gecco@aaai.org. This conference is administered by the American Association for Artificial Intelligence, 445 Burgess Drive, Menlo Park, CA 94025 USA. Phone: 650-328-3123. Fax: 650-321-4457. It is operated by the International Society for Genetic and Evolutionary Computation, Inc., a not-for-profit corporation.

INTRODUCTORY TUTORIALS

Genetic Algorithms
Genetic Programming
Evolution Strategies
Learning Classifier Systems
Genetics
Immune System Computing
Ant Colony Optimization
Parallel Genetic Algorithms
Data Mining and Machine Learning

ADVANCED TUTORIALS

Genetic Programming Theory I & II
Mathematical Theory of EC
Design of Innovation & Competent GAs
Testing & Evaluating EC Algorithms
Multiobjective Optimization with EC
A Unified Approach to EC
Computational Complexity and EC
Using Appropriate Statistics
Neutral Evolution in EC
Evolvable Hardware
Representations

Robert Heckendorn John Koza Hans-Paul Schwefel Stewart Wilson Annie S. Wu Stephanie Forrest Martin Middendorf Erick Cantú-Paz Hillol Kargupta

W. Langdon, R. Poli Michael Vose David E. Goldberg Darrell Whitley Carlos Coello Ken De Jong Ingo Wegener Steffan Christiensen Tina Yu Didier Keymeulen Franz Rothlauf

TUTORIALS ON SPECIALIZED TECHNIQUES & APPLICATIONS

Anticipatory Classifier Systems
Evolvable Hardware Applications
Bionics: Building on Biological Evolution
Quantum Computing
Grammatical Evolution
Evolutionary Robotics
Visualization in Evolutionary Computation
Software Testing via EC

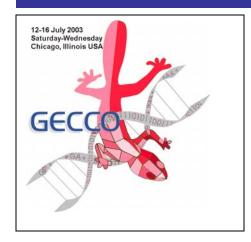
Making a Living with EC Bioinformatics with EC Evolving Neural Network Ensembles Wolfgang Stolzmann Tetsuya Higuchi Ingo Rechenberg Lee Spector C. Ryan, M. O'Neill Dario Floreano Christian Jacob J. Wegener, M. Harman Yuval Davidor Daniel Howard Xin Yao James A. Foster Dept. of Computer Science University of Idaho Moscow, ID 83844-1010 USA



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A recombination of: 8th Annual Genetic Programming Conference (GP-2003) and 12th International Conference on Genetic Algorithms (ICGA-2003)

> July 12-16, 2003 (Saturday-Wednesday) Chicago, Illinois USA

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How to Submit a Paper to GECCO: Papers will be submitted electronically to AAAI, and must *arrive* by **22 January 2003 (Wednesday)**. Papers should be no more than 12 pages long, in the format described on the conference webpage. Details about manuscript format and submission guidelines are available at **www.isgec.org/GECCO-2003/submissions**

Each paper submitted to GECCO will be refereed in a rigorous blind review process by one of thirteen separate and independent program committees of genetic and evolutionary computation specialists.

Each paper MUST identify a category under which it will be reviewed. Possible categories include:

- Genetic Algorithms
- Genetic Programming
- · Evolution Strategies
- Evolutionary Programming
- Learning Classifier Systems
- Evolvable Hardware
- · Real-World Applications
- · DNA, Molecular, and Quantum Computing
- Evolutionary Robotics
- Artificial Life, Adaptive Behavior, Agents and Ant Colony Optimization
- Evolutionary Scheduling & Routing
- · Search Based Software Engineering
- Coevolution
- Artificial Immune Systems

Review criteria will include *significance* of the work, *novelty*, *clarity*, *writing quality*, and sufficiency of information to permit *replication* (if applicable). The first-named author (or other corresponding author designated by the authors when submitting) will be notified of acceptance or rejection (on approximately the first week of March 2003).

By submitting a paper, the author(s) agree that, if their paper is accepted, they will submit a final revised camera-ready version by the deadline for camera-ready papers (in early April, 2003), they will register at least one author by the deadline for camera-ready papers, and at least one author will attend and present the accepted paper at the conference.

The material in papers must represent substantially new work that has not been previously published by conferences, journals, or edited books in the genetic and evolutionary computation field. GECCO permits a paper to be submitted that is substantially similar to a paper being submitted contemporaneously for review in another conference; however, if the submitted paper is accepted by the GECCO conference, the authors agree that substantially the same material will not be published by another conference in the genetic and evolutionary computation field. (Material may be later revised and submitted to a journal if permitted by the journal involved.)

ISGEC EXECUTIVE BOARD

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